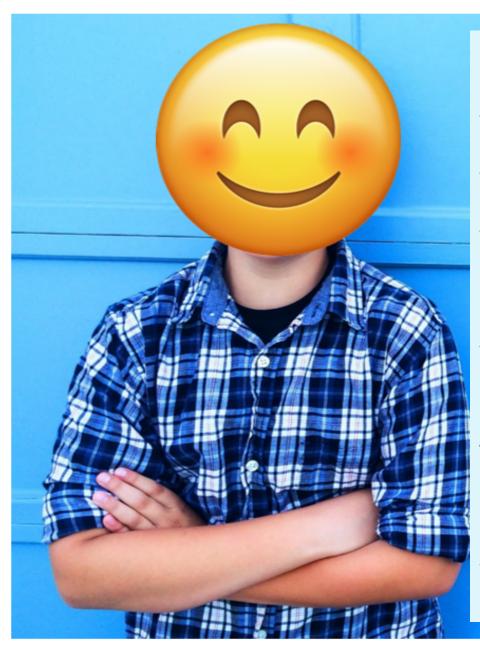
A Child's Journey Case Study - "Alfie"



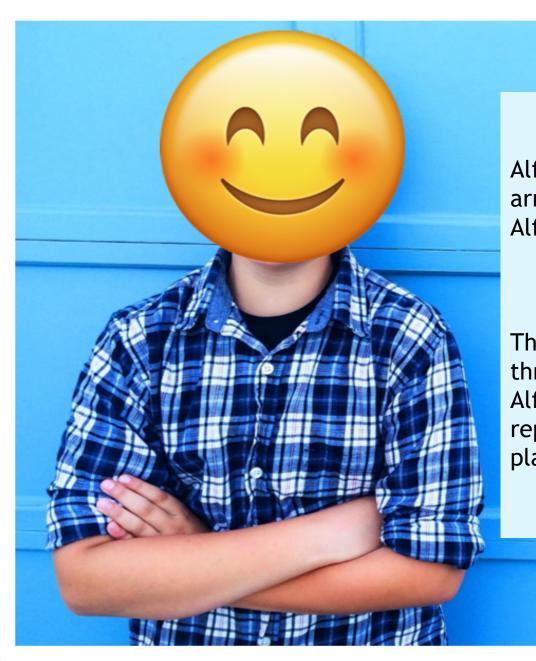
Alfie

Alfie is 12 years old and he lives at home with his mother and his younger sister Emma. Emma attends a mainstream school. Mother is a single parent and works full time.

Alfie has a diagnosis of Downs Syndrome with associated Learning Disability. He also has a hearing impairment and has a cochlear implant.

Alfie attends a school outside of the Borough as there was no specialist local provision available when he started primary school.

The initial referral for an assessment was made by Mother as she felt that she required assistance and has thought that Alfie needed support to help him socialise. Alfie was described as being a shy young man who didn't like a busy environment and would be physically sick when faced with this situation. Alfie has poor sleep patterns



Alfie's school day starts at 7.30am as the school transport arrives to pick him up at this time, and the school day for Alfie finishes at 5.30pm when he is dropped off at home.

The Social Worker started the assessment and partway through the process an incident report came in to say that Alfie had left the house at 12.30am the night before. Mother reported this to the police and he was found an hour later playing in a park.

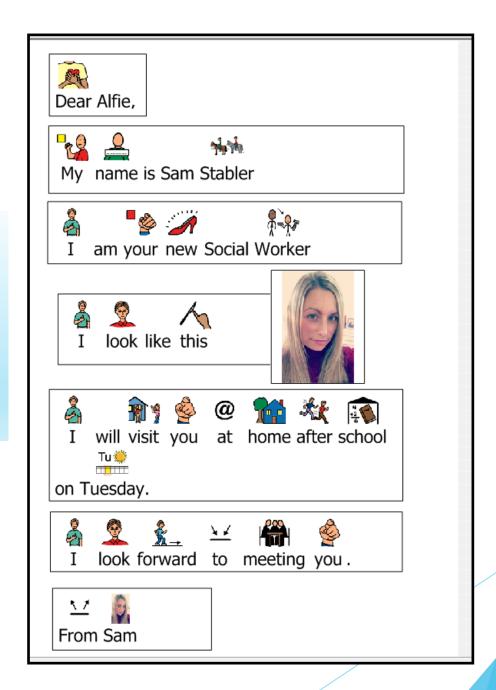
Alfie's Voice

We will now take you through the process, showing how Alfie is involved, how his views are sought, and how they are taken into account in planning.

Before moving forward with Alfie, we need to:

- Consult with mother and school to consider the best way to communicate with Alfie.
- Understand Alfie's likes and dislikes to inform the process.
- Determine the best way to introduce the Social Worker.

Introducing the Social Worker...



Direct Work with Alfie

Boardmaker:

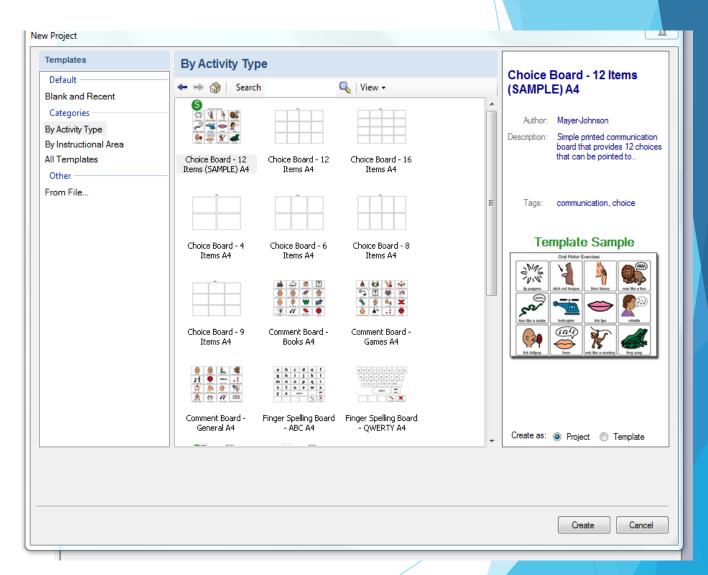
Boardmaker is a computer programme used to create Visual resources to use with children and young people with Communication difficulties.



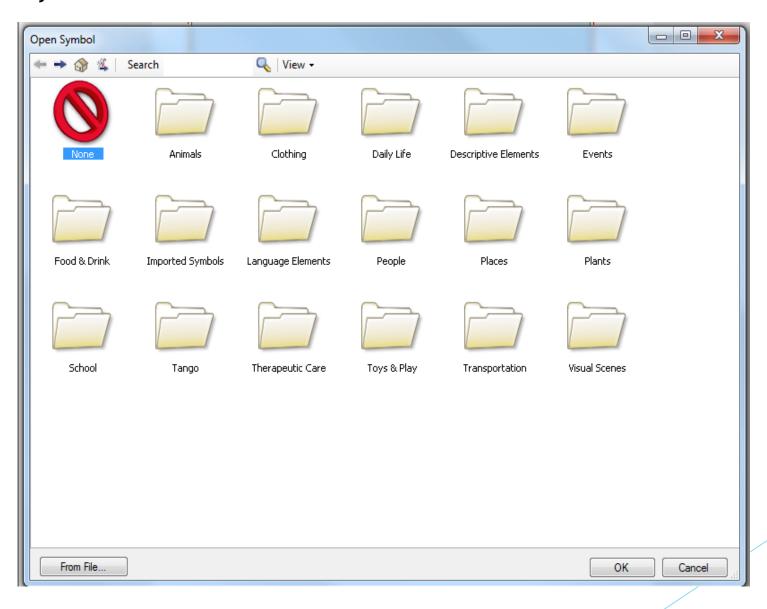
Some children & Young people are only able to communicate on a one symbol level. Others are able to select from a number of symbols.

These choice boards can be personalised with things that we know the child likes, so they can point to their preference.

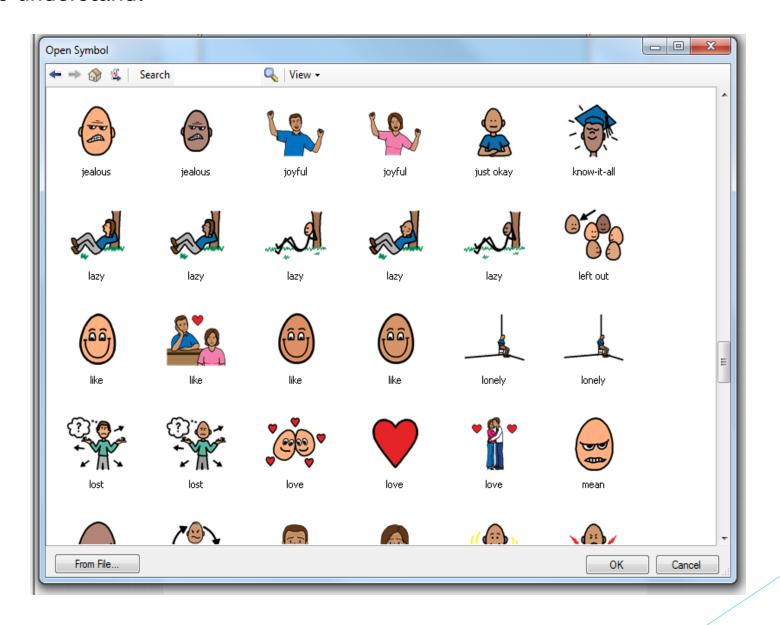
It can also be used as a conversation starter for a child who is able to communicate verbally.



Hundreds of Symbols are available to use for everything from food to hobbies, people, daily routines etc.



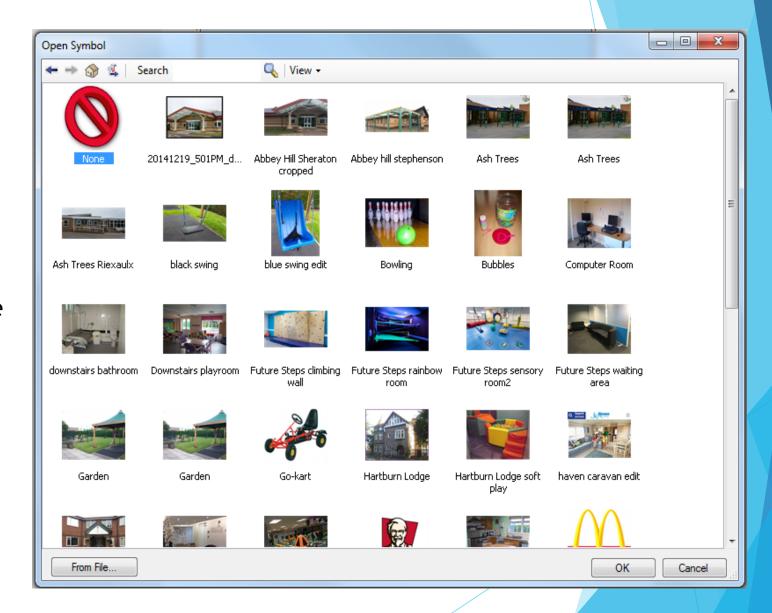
We can use symbols for different feelings, if this is something the child would be able to understand.



Some children/young people do not associate symbols with the actual thing, so photographs need to be used instead.

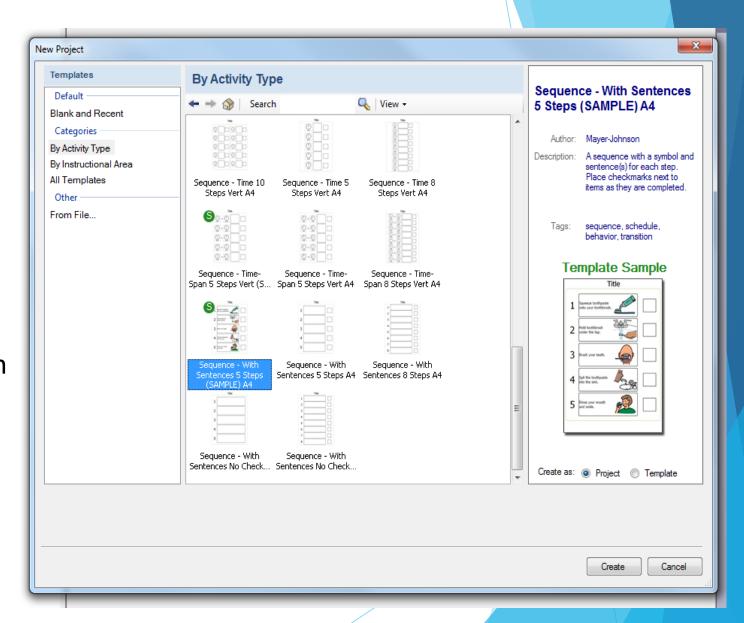
We can import photographs to use of places we know the child attends, or may like to attend, to get their views on it.

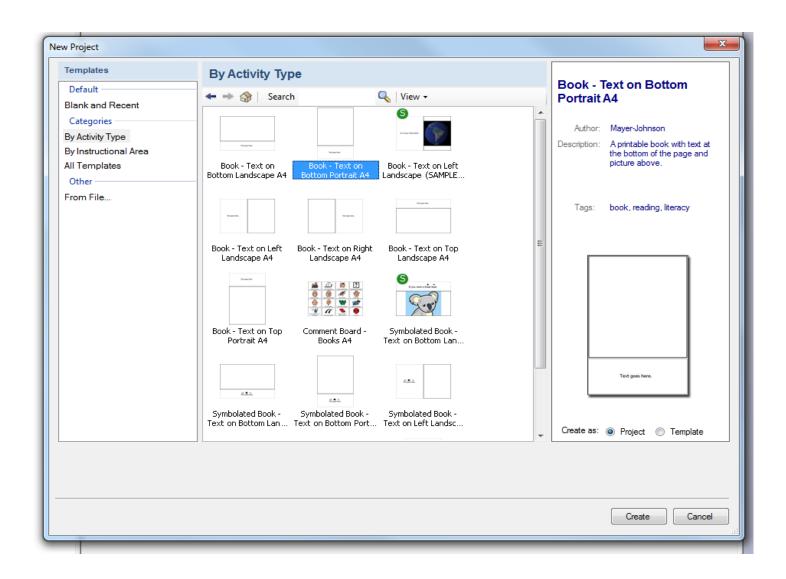
The import facility allows photographs to be used with the templates.



Sequence templates are useful to help children to remember all of the steps for an activity, eg. Brushing teeth, showering, washing hair, getting ready for school, bedtime routines etc.

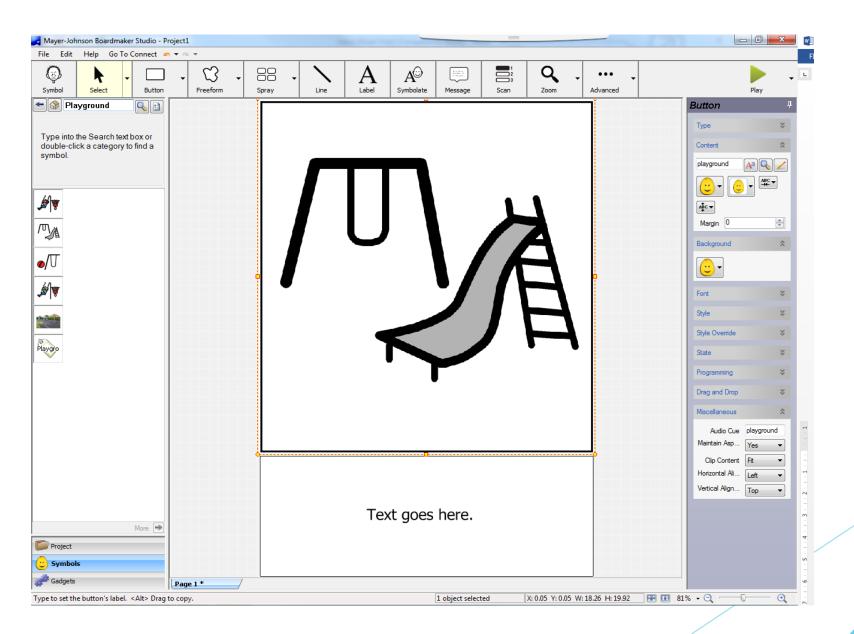
If these things are highlighted as an issue, something simple like this can sometimes, with practice, support them to develop these skills, increase the young person's independence, and reduce the strain on parents.





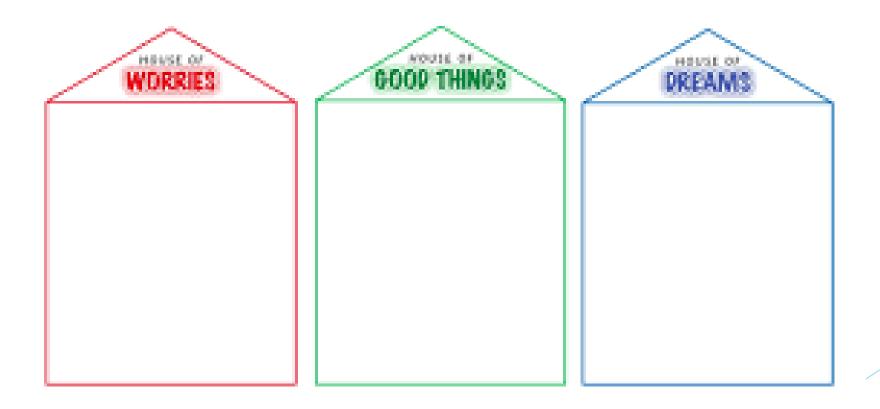
The programme includes templates for books with different layouts that we can use for Social Stories, which is something we used for Alfie. They can be adapted to what will work best for the child and situation.

The template makes it easy to add the symbol or photograph that we want into the story.



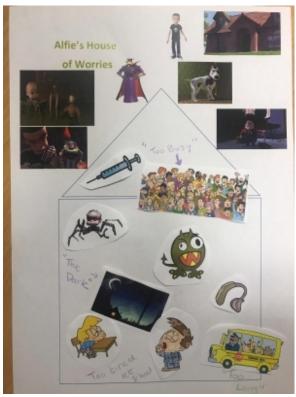
The Three Houses

One of the ways of gathering children's views is by using the "Three Houses", where children draw or write in each "house". This is not always accessible or attractive to children with communication and/or learning difficulties.

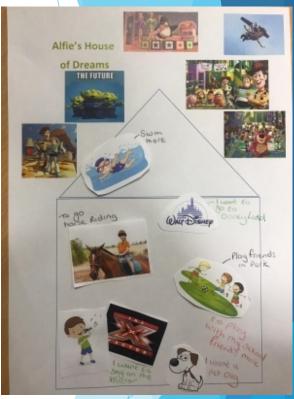


As we know that Alfie likes Toy Story, we adapted the three houses to make it attractive to him, so he would be more likely to engage.



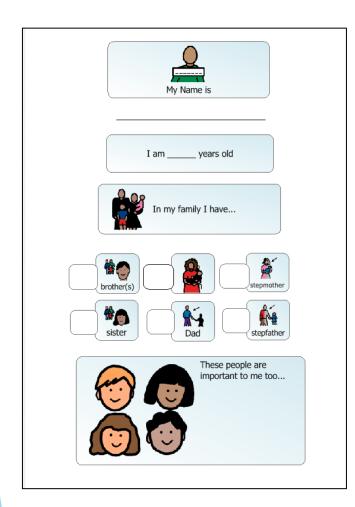


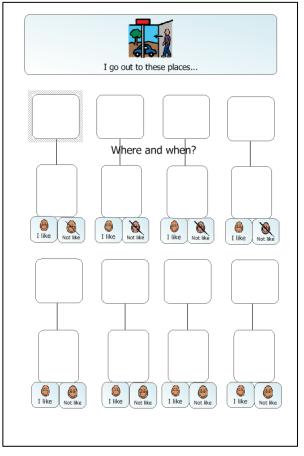




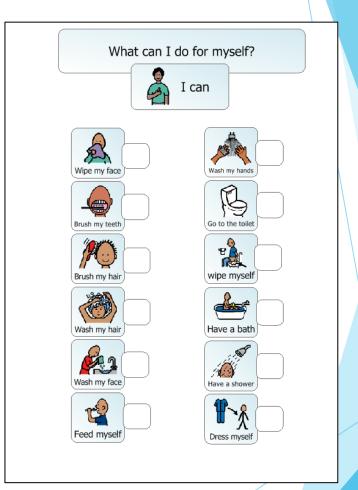
Rather than writing, we provided a wide range of images, including some that other people had told us had particular significance to Alfie. He chose the images he wanted and stuck them onto the appropriate house.

About Me



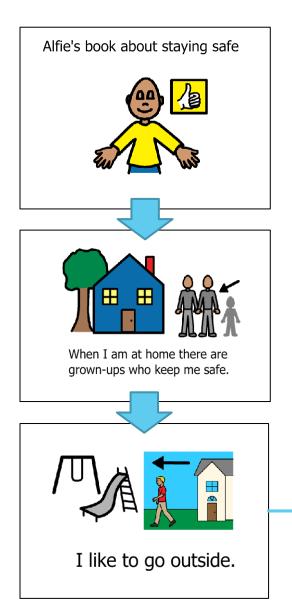


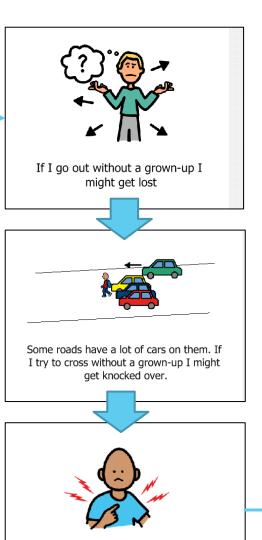




Social Story

In response to Alfie going missing from home, we created a Social Story to help him to understand the dangers of going out alone and how to stay safe.





If I go out without a grown-up I might get hurt. My mum and dad won't be able to help me because

they won't know where I am.





What Alfie told us...

• He wanted to play with friends and went to the park to do this. It was nice and quiet but dark.

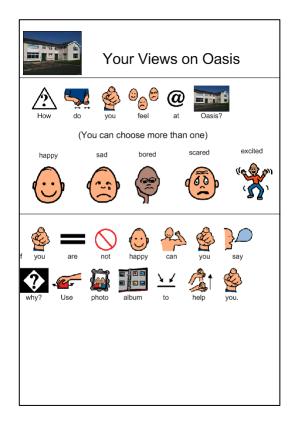
He wants to play with the friends he has at school.

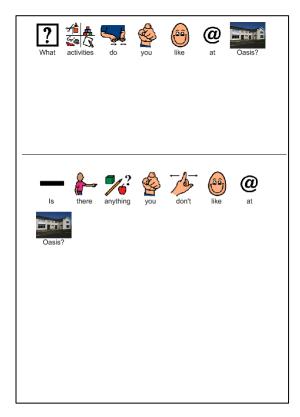
He likes horses.

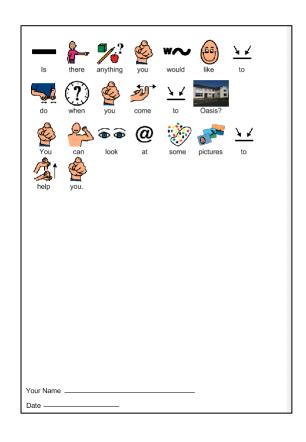
Outcome of the Assessment, taking into account Alfie's views and wishes:

- Use of Short Breaks Grant to be able to attend a play centre near to his school where some of his friends attend one night a week straight from school (Meet need to socialise and play with friends)
- Horse Riding Lessons (meet need to socialise and learn a new skill)
- Use of Short Break Provisions Oasis and Hartburn Lodge (Short Break for mother and allow mother and sister some quality time together)
- Referral for sibling to Eastern Ravens Trust, having been identified as a
 potential Young Carer. The impact on her family of Alfie's disability may
 cause her to become isolated.

How Alfie's views are taken into account at Hartburn and Oasis ...











Here are some other examples of resources we use...

We are happy to answer any questions you may have.